
Subject: Problem with offset

Posted by [kodos](#) on Thu, 06 Mar 2008 21:41:15 GMT

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Hi,

I'm writing a SvgDraw package, and the basics work already. But now I have a problem with offsets.

When I'm drawing my image directly through my new SvgDraw class everything works fine, but if I draw the image first with a DrawingDraw and then draw this onto my SvgDraw with DrawDrawing the OffsetOp function is still called, but e.g. the coordinates of the DrawEllipseOp are already transformed, so the offset is applied twice. Am I doing something wrong or is this a bug in U++.

Subject: Re: Problem with offset

Posted by [kodos](#) on Sat, 08 Mar 2008 14:13:08 GMT

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OK,

I solved it.

I had to update the actual_offset variable even if I don't use it. After all I still haven't found the reason why I have to update it but it works now .

Subject: Re: Problem with offset

Posted by [mirek](#) on Sat, 08 Mar 2008 16:24:16 GMT

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kodos wrote on Thu, 06 March 2008 16:41Hi,

I'm writing a SvgDraw package, and the basics work already. But now I have a problem with offsets.

When I'm drawing my image directly through my new SvgDraw class everything works fine, but if I draw the image first with a DrawingDraw and then draw this onto my SvgDraw with DrawDrawing the OffsetOp function is still called, but e.g. the coordinates of the DrawEllipseOp are already transformed, so the offset is applied twice. Am I doing something wrong or is this a bug in U++.

Well, I would like to investigate this a bit more to be sure it is not U++ problem.

Can you create a simple testcase to demonstrate the issue please?

Mirek

Subject: Re: Problem with offset

Posted by [kodos](#) on Sat, 08 Mar 2008 18:28:42 GMT

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luzr wrote on Sat, 08 March 2008 17:24

Well, I would like to investigate this a bit more to be sure it is not U++ problem.

Can you create a simple test case to demonstrate the issue please?

Sure.

The program should create 4 files. 2 pdf files and 2 svg files. You can see the error in the "svg_DrawingDraw.svg" file. When you remove the "////" comments from the file "SvgDraw.cpp" that file should be the same ass the other svg file and also look identical to the pdf output.

I traced it back to the wsDrawEllipse function in Draw/Drawing.cpp:452 to the DrawingPos parameter which is different, but I don't know why .

File Attachments

1) [OffsetBug.zip](#), downloaded 474 times

Subject: Re: Problem with offset

Posted by [mirek](#) on Wed, 12 Mar 2008 16:13:09 GMT

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OK, looks like you are right, actual_offset adjustment is required. Not very nice interface definition, but alternative is virtual GetOffset method...

Mirek

Subject: Re: Problem with offset

Posted by [mirek](#) on Wed, 12 Mar 2008 16:59:33 GMT

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P.S.: Svg-Draw - a good idea. But IMO it would be better to use lower-lever Xml construction instead of XmlNode, if possible.

Subject: Re: Problem with offset

Posted by [kodos](#) on Wed, 12 Mar 2008 17:17:26 GMT

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luzr wrote on Wed, 12 March 2008 17:59P.S.: Svg-Draw - a good idea. But IMO it would be better to use lower-lever Xml construction instead of XmlNode, if possible.

Hm, do you mean I should directly use a String?

Subject: Re: Problem with offset

Posted by [mirek](#) on Wed, 12 Mar 2008 18:06:44 GMT

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kodos wrote on Wed, 12 March 2008 13:17luzr wrote on Wed, 12 March 2008 17:59P.S.:
Svg-Draw - a good idea. But IMO it would be better to use lower-lever Xml construction instead of
XmlNode, if possible.

Hm, do you mean I should directly use a String?

XmlAttribute

Mirek

Subject: Re: Problem with offset

Posted by [cbporter](#) on Wed, 12 Mar 2008 19:34:27 GMT

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luzr wrote on Wed, 12 March 2008 20:06kodos wrote on Wed, 12 March 2008 13:17luzr wrote on
Wed, 12 March 2008 17:59P.S.: Svg-Draw - a good idea. But IMO it would be better to use
lower-lever Xml construction instead of XmlNode, if possible.

Hm, do you mean I should directly use a String?

XmlAttribute

Mirek

Yes, XmlNode uses a lot of memory because of the VectorMap. I was thinking about rewriting it
with a more memory efficient container. I don't think that the performance difference will matter a
lot, because XMLs with a lot of nodes are common, but with a lot of attributes are quite rare.

Subject: Re: Problem with offset

Posted by [mirek](#) on Wed, 12 Mar 2008 20:23:11 GMT

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cbporter wrote on Wed, 12 March 2008 15:34
luzr wrote on Wed, 12 March 2008 20:06
kodos wrote on Wed, 12 March 2008 13:17
luzr wrote on Wed, 12 March 2008 17:59
P.S.: Svg-Draw - a good idea. But IMO it would be better to use lower-level Xml construction instead of XmlNode, if possible.

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XmlAttribute

Mirek

Yes, XmlNode uses a lot of memory because of the VectorMap. I was thinking about rewriting it with a more memory efficient container. I don't think that the performance difference will matter a lot, because XMLs with a lot of nodes are common, but with a lot of attributes are quite rare.

The question is whether you need a container at all... (I do not know, I have not investigated the code in depth yet).

Mirek

Subject: Re: Problem with offset

Posted by [cbporter](#) on Thu, 13 Mar 2008 06:37:22 GMT

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Quote: The question is whether you need a container at all... (I do not know, I have not investigated the code in depth yet).

Mirek

Didn't you write it ?

Subject: Re: Problem with offset

Posted by [kodos](#) on Thu, 13 Mar 2008 15:09:23 GMT

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I looked over the XmlTag class, but I can't see any easy way to use it for the SvgDraw class. The problem is that I can't add XmlTag to another and keep that variable for further manipulations. So I'd have to use a Vector to store the XmlTags, and even then I don't know how I could manage the different depths of the XML tree that occur when offsets are used (I create a group SVG tag for every offset).

But I think it won't be that complicated to use a StringBuffer directly, the only thing is that it won't be as nicely formatted as the output of the Xml classes.

What do you think about it?

Subject: Re: Problem with offset

Posted by [mirek](#) on Thu, 13 Mar 2008 17:22:12 GMT

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kodos wrote on Thu, 13 March 2008 11:09I looked over the XmlTag class, but I can't see any easy way to use it for the SvgDraw class. The problem is that I can't add XmlTag to another and keep that variable for further manipulations. So I'd have to use a Vector to store the XmlTags, and even then I don't know how I could manage the different depths of the XML tree that occur when offsets are used(I create a group SVG tag for every offset).

But I think it won't be that complicated to use a StringBuffer directly, the only thing is that it won't be as nicely formatted as the output of the Xml classes.

What do you think about it?

Well, I think that if it really requires "later" access to already created nodes, XmlNode might be as effective as anything else...

Mirek

Subject: Re: Problem with offset

Posted by [mrjt](#) on Thu, 13 Mar 2008 17:37:27 GMT

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I was bored and curious, so I thought I'd have a go at doing this with just a StringBuffer (well, two actually) and XmlTags. It's not too complicated, and the results are identical to your version (I'm not sure if I fixed the offset bug correctly or not though). I've attached the results in case they are of interest.

To finish it you would need to add a stack of Rects to allow retrieval of the clipping/offset area, but I have no idea how that works so I haven't bothered . Ideally you don't really want to use XmlTag either, since this forces a DeXml call on every attribute but it makes the code simpler.

If you are worried about being able to change it on the fly, couldn't you just convert the final string into an Xml tree and then modify it? There is no interface in Draw to allow modification of previous elements anyway.

EDIT: I stupidly uploaded versions of the files that didn't compile. Fixed now.

File Attachments

- 1) [SvgDraw.h](#), downloaded 504 times
- 2) [SvgDraw.cpp](#), downloaded 757 times

Subject: Re: Problem with offset

Posted by [kodos](#) on Thu, 13 Mar 2008 17:57:44 GMT

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This is more or less what I intended to do, but thanks for the work
If I have time I will test it a bit and then post it in the Bazaar forum.

Subject: Re: Problem with offset

Posted by [mirek](#) on Sat, 15 Mar 2008 13:34:12 GMT

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kodos wrote on Thu, 13 March 2008 13:57This is more or less what I intended to do, but thanks
for the work

If I have time I will test it a bit and then post it in the Bazaar forum.

Be quick, this seems to be a nice quick addition to U++

Just tell me when things are ready.

Mirek

Subject: Re: Problem with offset

Posted by [kodos](#) on Sat, 15 Mar 2008 17:19:34 GMT

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I have rewritten the class with the help of mrjts code to use XmlTags.

I have opened a thread in the Bazaar:

http://www.ultimatepp.org/forum/index.php?t=msg&goto=14814&msg_14814
